

JAVA PROGRAMMING LAB (BCSP-506)

10. Write a program to demonstrate the life cycle of applet

```
import java.applet.Applet;
import java.awt.Graphics;

public class MyApplet extends Applet {

    String msg = "";

    public void init() {

        msg += "init( ) -> ";
    }

    public void start() {

        msg += "start( ) -> ";
    }

    public void paint(Graphics g) {

        msg += "paint( )";
        g.drawString(msg, 20, 20);
    }

    public void stop() {

        msg += " -> stop( )";
    }

    public void destroy() {

        msg += "-> destroy( )";
    }
}

/*
<APPLET CODE="AppletLifeCycleDemo.class" HEIGHT="200" WIDTH="200" >
</APPLET>
*/
```

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